



CIVILIZATION ↓Δ ↓ΞV 7KΛHΔ7 U1↓ ↓ΞV 7KΛHΔ7 U1↓ INIK NIKΛV FVYΔΛV ↓Δ ↓ΞV NIK7 OK7Δ 7Δ-VΔJCVIΔ7 U7KΔV 3V CΔVΔ VΔF U7KΔVΔ

**Vaathkree****Attribute Dice:** 12D**DEXTERITY** 1D/3D**KNOWLEDGE** 1D/4D**MECHANICAL** 2D/4D**PERCEPTION** 2D/5D**STRENGTH** 2D/4D+2**TECHNICAL** 1D/3D+1**Special Abilities:**

*Natural Body Armor:* Vaathkree, due to their peculiar metabolisms, have natural body armor. It provides STR+2D against physical attacks and STR+1D against energy attacks.

*Trade Language:* The Vaathkree have created a strange, constantly changing trade language that they use to communicate back and forth between each other during business dealings. Since most deals are successful when one side has a key piece of information that the other side lacks, the trade language evolved to safeguard such information during negotiations. Non-Vaathkree trying to decipher trade language may make an opposed *languages* roll against the Vaathkree, but suffer a +15 penalty modifier.

**Story Factors:**

*Trade Culture:* The Vaathkree are fanatic hagglers. Most adult Vaathkree have at least 2D in *bargain* or *con* (or both).

**Move:** 6/11**Size:** 1.5-1.9 meters tall[Home](#) | [Site Map](#) | [Contact Us](#) | [What's New](#) | [More info](#)

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